

## AMENDMENTS TO THE CLAIMS

1. (Currently amended) A multimedia I/O system for communicating information between a computer and a user, further comprising:

a movable figure having means to move ~~under control of the~~ in response to instructions from a computer;

a speaker ~~means~~, electrically attached to the movable figure, for outputting audio data from the computer; and

a microphone ~~means~~, electrically attached to the movable figure, for inputting voice data to the computer;

whereby the multimedia I/O system acts as an intermediary communications device between a computer and an individual that communicates via audio output, voice input, and visual motion output.

2. (Original) A system, as in claim 1, wherein:

the movable figure communicates with the computer via a wireless link.

3. (Original) A system, as in claim 2, wherein:

the movable figure further comprises a base unit and a movable figure.

4. (Currently amended) A system, as in claim 1, ~~further comprising~~ wherein:

~~means to remotely locate~~ the movable figure is remotely located from the computer.

5. (Currently amended) A system, as in claim 4, ~~further comprising means to communicate~~ movable figure communicates with the ~~remote~~ computer over a network.

6. (Currently amended) A system, as in claim 5, further comprising:

~~means to transmit~~ the movable figure transmits voice data to a computer over a network.

7. (Original) A system, as in claim 6, further comprising:

means to select a voice from a voice data set and substitute the selected voice for the input voice data.

8. (Original) A system, as in claim 1, further comprising:

means to select a voice from a voice data set and substitute the selected voice for the input voice data.

9. (Currently amended) A system, as in claim 8, further comprising:

means to ~~enter~~ store user voice data into the voice data set; and

means to output the user's voice data from the voice data set to the speaker.

10. (Original) A system, as in claim 3, further comprising:

a base unit, having means to removably attach to the movable figure, and further having means to movably control the motion of the movable figure; and

the movable figure having means to attach to the base unit.

11. (Original) The system, as in claim 1, wherein the movable figure communicates directly with the computer.

12. (Original) A system, as in claim 1, wherein:

the multimedia I/O device can be automatically activated by the computer to provide programmed alarms and/or timed messages.

13. (Currently amended) A multimedia I/O system for communicating with a computer, further comprising:

a plurality of multimedia I/O devices, each multimedia device further comprising:

motion output means, having means to communicate via motion;

a speaker means, electrically attached to the movable object, for outputting audio data; and

a microphone means, electrically attached to the movable object, for inputting voice data to a computer;

whereby the multimedia I/O devices act as intermediary communications ~~device~~  
~~which~~ devices that communicates via audio output, voice input, and motion.

14. (Original) A system, as in claim 13, wherein:

each of the multimedia I/O devices communicates directly with the computer.

15. (Original) A system, as in claim 13, further comprising:

at least one base unit, the base unit having means to attach to a multimedia I/O device;

the base unit communicates further comprises a wireless communications link.

16. (Original) A system, as in claim 14, wherein:

at least one of the plurality of multimedia I/O devices is located at a remote location from computer.

17. (Original) A system, as in claim 13, wherein:

the multimedia I/O device outputs notification of system events, including e-mail, incoming user messages, system status messages, and scheduled messages.

18. (Original) A system, as in claim 13, wherein:

the multimedia I/O device is used as a movable game figure in conjunction with software games.

19. (Original) A system, as in claim 13, wherein:

the multimedia I/O device is used to represent individuals in a chat room.

20. (Original) A system, as in claim 18, wherein:

movable multimedia I/O devices are used to represent individual players in multiplayer games.

21. (Currently amended) A multimedia I/O system for communicating information between a computer and a user, further comprising:

a computer having a programmable processor and storage means for storing at least one computer program, the computer program further having means to execute programming instructions for controlling a movable figure;

a movable figure having means to move under control of the computer program;  
and

a speaker ~~means~~ for outputting audio data under control of the computer program;

whereby the multimedia I/O system acts as an intermediary communications device between a computer program and an individual that communicates via audio output and motion output.

22. (Currently amended) A system, as in claim 21, further comprising:

an interface ~~means~~ for communicating between computer programs and the movable figure, for receiving output audio data for output by the speaker ~~means~~, and for receiving instructions from the computer programs for controlling movement of the movable figure.

23. (Currently amended) A system, as in claim 22, further comprising:

a microphone ~~means~~ for inputting audio data;

means to transfer the input audio data to a computer program via the interface ~~means~~; and

the computer program having means to respond to the input audio data by outputting audio data and instructions for controlling movement of the movable figure;

whereby the user can interact with a computer program by inputting audio data to the computer program, and receiving audio and motion output from the computer program.

24. (Original) A system, as in claim 23, further comprising:

communication means in the computer to communicate with a network of computers, the communication means further having means to receive software

instructions from remote computers for controlling the movable figure and for inputting and outputting data to the movable figure.

25. (Original) A system, as in claim 23, further comprising:

means to automatically output audio data and/or move the movable figure when a preselected event is detected.

26. (Original) A system, as in claim 25, wherein:

the preselected event is a system error, a timed event, or an alarm.

27. (Original) A system, as in claim 23, further comprising:

voice data collection and storage means to store a variety of voice data types from a variety of sources;

means to select voice data stored in the voice data collection and storage means by entering voice commands into the microphone, and outputting the selected voice data via the speaker.

28. (Currently amended) A system, as in claim 10, wherein:

the speaker ~~means~~ and the microphone ~~means~~ are integrated into the base unit.

29. (Original) A system, as in claim 10, wherein:

the multimedia I/O device includes a universal adapter for attachment to the base unit;

the base unit includes a universal adapter, which corresponds to the universal adapter on the multimedia I/O device, for attachment to a multimedia I/O device; and

the universal adapter on the multimedia I/O device is removably attached to the universal adapter on the base unit such that the base unit can be attached to different multimedia I/O devices;

whereby the base unit and the multimedia I/O device have mutually corresponding and detachable universal adapters which allow different multimedia I/O devices to be used in conjunction with a single base unit.

30. (Original) A system, as in claim 21, further comprising:

a manual input device, mainly a game controller, a joystick, a mouse, or a keyboard for inputting data to the computer for controlling the multimedia I/O device.

31. (Original) A system, as in claim 18, further comprising:

monitoring means to monitor user activity to determine if a specific instruction has been entered, if a specific event has occurred, or if a predetermined time period has been exceeded; and



means to automatically activate a predetermined response under control of the monitoring means if the specific instruction was entered, if the specific event occurred, or if the predetermined time period was exceeded.

32. (Original) A system, as in claim 23, further comprising:

means to input voice data to the microphone associated with the multimedia I/O device;

means to output the voice data to a speaker associated with a second multimedia I/O device.

33. (Original) A system, as in claim 1, further comprising:

a base unit having holographic projection means for projecting a holographic image; and

the movable figure is the holographic image.

34. (New) A method of using motion to communicate information between computers and individuals, including the steps of:

using a computer to control an I/O device, which has movable components, for the purpose of conveying information via specific controlled movements of the I/O device, the movable I/O device is positioned in view of an individual such that the movements are visible to the individual; and

associating specific events with specific movements such that when the individual observes a particular movement, information regarding a specific event is provided by the computer to the individual;

whereby an individual can be notified of specific events by the computer based on particular movements of the I/O device which are controlled by the computer.

35. (New) A method, as in claim 34, including the additional steps of:

using an I/O device which is structured to resemble a known character; and

moving portions of the I/O device in a manner similar to the normal movement of the known character;

whereby the behavior of the known character can be mimicked by the I/O device.

36. (New) A method, as in claim 35, including the additional steps of:

structuring the I/O device to resemble known characters such as a human, an animal, a cartoon character, a robot, or a machine; and

moving the I/O device such that movements of the I/O device resemble movements related to specific behavioral states, such as humor, sadness, excitement, relaxation, anger, or concern of the particular known character mimicked by the I/O device;

whereby the behavior of known characters can be mimicked to convey information.

37. (New) A method, as in claim 36, including the additional step of:

selecting the motion used by the I/O device from a plurality of motions based on factors such as the length of time the individual takes to respond to a previous motion, the quality of a previous response by the individual to the computer, or the importance of a specific event;

whereby the computer can alter the motions used for a particular specific event or expected input based on factors such as the amount of time taken to respond by the individual, or the importance of the event.

38. (New) A method, as in claim 37, including the additional step of:

providing audio output from the I/O device, under control of the computer, and coordinating motion data with audio data in a single communication;

whereby the I/O device more closely resembles the known character represented by the I/O device.

39. (New) The method, as in claim 38, including the additional steps of:

using a microphone to input audio data from the individual to the computer; and

using voice recognition software in the computer to analyze the audio data input by the individual and respond to instructions or data contained in the audio data;

whereby the individual can issue commands, or enter data, to the computer via the microphone.

40. (New) A method, as in claim 39, including the additional step of:

remotely locating the movable I/O device in a remote location from the computer, to allow remote communication between a computer and an individual; and

using a wireless connection between the I/O device and the computer such that the user can move the I/O device from one location to another and remain in communication with the computer;

whereby the individual can carry the movable I/O device from one location to another and remain in communication with the computer.

41. (New) A method, as in claim 40, including the additional step of:

using a plurality of movable I/O devices, each associated with an individual, located in remote locations from the computer and portable such that each individual can carry the individual's respective I/O device from one location to another to allow remote communication between multiple individuals via the computer.

42. (New) A method, as in claim 41, including the additional steps of:

storing, in an audio data library, a plurality of selectable unique audio data, including voice data; and

selecting and outputting portions of the unique audio data;

whereby the unique audio data is output by the I/O device.

43. (New) A method, as in claim 42, including the additional step of:

storing voice data from the individual in the audio data library, and selecting and outputting portions of the voice data to the I/O device;

whereby the individual's voice is output from the I/O device.

44. (New) A method, as in claim 39, including the additional step of:

using a plurality of movable I/O devices, located in remote locations from the computer, to allow remote communication between a computer and a plurality of individuals.

45. (New) A method, as in claim 39, including the additional steps of:

playing a game on a computer; and

using the I/O device to represent a character from the game;

whereby the I/O device can communicate directly with the individual for the character in the game.

46. (New) A method, as in claim 39, including the additional steps of:

attaching a computer to a network of computers having at least one remote computer;

attaching multiple I/O devices to the computer, and having at least one of the I/O devices represents an individual on the remote computer; and

controlling, via the remote computer, the motion and audio output of the I/O device that represents the individual using the remote computer;

whereby multiple remote users can have individual I/O devices on the computer which allows them to produce motion data on the local computer.

47. (New) A method, as in claim 39, including the additional steps of:

attaching a computer to a network of computers having at least one remote computer;

attaching multiple I/O devices to the computer, and having at least one of the I/O devices represents a remote computer; and

outputting motion data from the remote computer to the I/O device via the network that represents system events on the remote computer;

whereby the remote computer can control motion on the I/O device.

48. (New) A method, as in claim 35, including the additional steps of:

playing a game on a computer; and

using the I/O device to represent a character from the game;

whereby the I/O device can communicate directly with the individual for the character in the game.

49. (New) A method of communicating with between computers and individuals, including the steps of:

using a portable I/O device as an interface between a computer and an individual such that the computer can output information to the individual, and the individual can input data to the computer; and

providing a wireless link between the computer and the portable I/O device such that the portable I/O device can be remotely located from the computer;

whereby an individual can control and interact with the computer using a portable I/O device, and can move the portable I/O device from one location to another while controlling and interacting with the remotely located computer.

50. (New) A method, as in claim 49, including the additional steps of:

using movable components in the portable I/O device, which are controlled by the computer, to convey information output from the computer to an individual via specific controlled movements of the portable I/O device that are visible to the individual; and

associating specific events with specific movements such that when the individual observes a particular movement, information regarding a specific event is provided by the computer to the individual;

whereby the individual can be notified of specific events by the computer based on particular movements of the portable I/O device which are controlled by the computer.

51. (New) A method, as in claim 49, including the additional steps of:

using an I/O device which has a figure shaped to represent a preselected character or object;

a base unit, removably attached to the figure, and having an integrated computer processor, the integrated computer processor in the base unit further having software to control the movable components in the portable I/O device;

a microphone to input voice data to the integrated computer processor, the microphone electrically attached to either the figure or the base unit;

a speaker to output audio data, the speaker electrically attached to either the figure or the base unit;



the integrated computer processor further having software for synthesizing output audio data from digital data received from the computer or for outputting audio data received from the computer;

the integrated computer processor further having voice recognition software for converting input voice data to digital data for transmission via the wireless link to the computer;

whereby an individual can communicate with a computer using motion output data, output audio data and input voice data, and the processing overhead related to the conversion of input voice data to digital data and synthesis of output audio data is absorbed by the integrated computer processor and not by the computer.